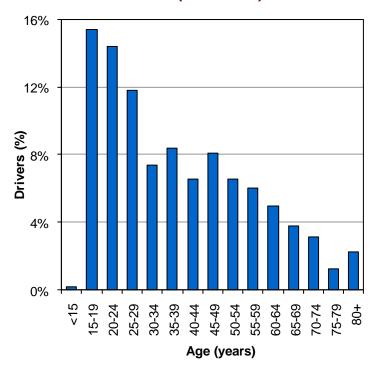
### Utah Department of Public Safety Highway Safety Office



- 698 pedestrians were struck by motor vehicles; 613 were injured and 20 were killed.
- Pedestrians accounted for 1% of persons in crashes and 8% of deaths.
- Pedestrian crashes were 8 times more likely to result in a death than other crashes.

## Pedestrians 🔊

#### Age of Drivers in Pedestrian-Motor Vehicle Crashes (Utah 2009)

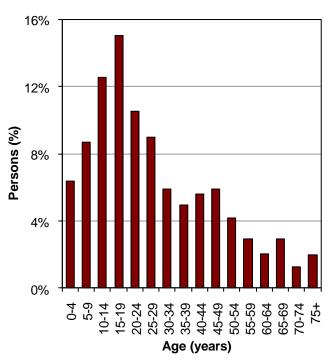


 Nearly half (42%) of drivers in pedestrian-motor vehicle crashes were under 30 years.

#### Leading Contributing Factors of Drivers in Pedestrian Crashes (Utah 2009)

- 1. Failed to Yield Right of Way (32%)
- 2. Hit and Run (10%)
- 3. Driver Distraction (7%)
- 4. Vision Obscured by Weather (5%)
- 5. Speed Too Fast (4%)

#### Age of Pedestrians in Pedestrian-Motor Vehicle Crashes (Utah 2009)



• Over half (53%) of the pedestrians in crashes were under 25 years of age.

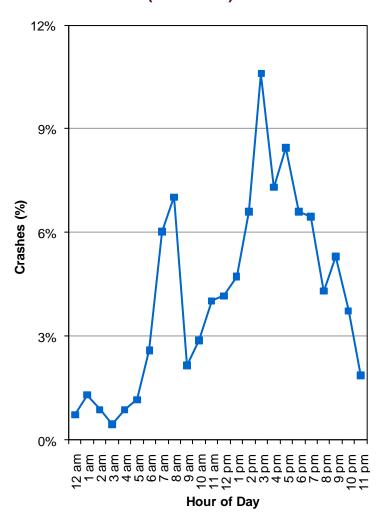
#### Leading Contributing Factors of Pedestrians in Crashes (Utah 2009)

- 1. Improper Crossing (19%)
- 2. Inattentive (7%)
- 3. Darting (7%)
- 47% of pedestrians had no contributing factor in the crash.



Nearly one-third (32%) of drivers who hit pedestrians were turning. Drivers need to watch for pedestrians before turning.

#### Pedestrian-Motor Vehicle Crashes by Hour (Utah 2009)



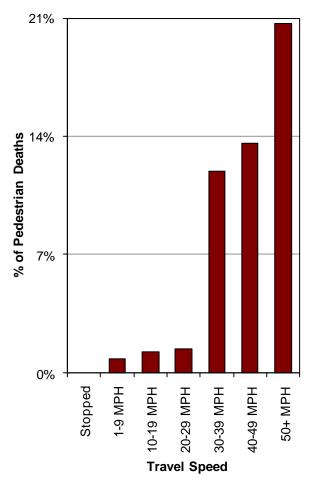
• Pedestrian-motor vehicle crashes occurred most often between 3:00 p.m.-5:59 p.m.

#### Location of Pedestrians in Crashes (Utah 2009)

- 1. Marked Crosswalk (39%)
- 2. In Roadway Not at Intersection/Crosswalk (29%)
- 3. Shoulder (10%)
- 4. Unmarked Crosswalk (8%)
- 5. Sidewalk (5%)

# Pedestrians 🔊

#### Percent of Pedestrian Deaths by Vehicle Travel Speed (Utah 2009)



- The higher the speed of the vehicle the more likely the pedestrian was injured or killed in a crash.
- Pedestrians hit by a vehicle traveling 30 MPH or higher were 10 times more likely to die.

#### Motor Vehicle Action Prior to Crash (Utah 2009)

- 1. Straight Ahead (53%)
- 2. Turning Right (19%)
- 3. Turning Left (13%)
- 4. Parked/Parking (5%)
- 5. Backing (4%)

